IN THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the Application:

LISTING OF CLAIMS:

1. (Currently amended) A method of remotely testing a computerized application under test over a computer network, the method comprising the steps of:

providing test code that exercises an object oriented component of the application under test;

executing a first instance of the test code across a network on the remote application under test;

recording performance data on the object oriented component of the remote application under test; and

analyzing the recorded performance data to indicate a performance characteristic of the object oriented component of the remote application under test.

2. (Original) The method of claim 1 further comprising the step of executing at least one additional instance of the test code across the network on the remote application under test.

3. (Original) The method of claim 2 further comprising the step of synchronizing the execution of one instance of the test code with another instance of the test code.

4. (Original) The method of claim 1 wherein the step of providing test code includes generating test code automatically.

5. (Original) The method of claim 1 wherein the application under test is written in an object oriented language and the step of providing test code comprises providing test code to exercise one object in the application.

6. (Currently Amended) The method of claim 3 wherein the step of synchronizing comprises starting each instance of the test code at ~~approximately~~ a similar time ~~the same time~~.

7. (Original) The method of claim 1 wherein the step of analyzing includes preparing a graphical display having as an independent variable the number of instances of the test code and the dependent variable is the performance data.

8. (Original) The method of claim 1 wherein the step of analyzing includes preparing a graphical display having as an independent variable the number of instances of the test code and the dependent variable is derived from the performance data.

9. (Original) The method of claim 1 wherein the application under test is resident on a first server on the network and the application has a remote interface and the test code is resident on at least a second computer on the network and exercises the application under test using the remote interface of the application under test.

10. (Original) The method of claim 1 wherein the step of analyzing includes displaying the analyzed data to a human user using a graphical user interface.

11. (Currently Amended) A method of remotely testing a computerized application under test, the method comprising the steps of:

a) specifying test conditions through a user interface to a test system;

b) initiating through the user interface to the test system the gathering of test data on the performance of a at least one object oriented component of the remote application under test;

c) specifying through the user interface to the test system the output format of the test data; and

d) displaying in the specified format the response of at least one object oriented component of the remote application under test.

12. (Original) The method of claim 11 wherein the specified format is a graphical format indicating response time as a function of load conditions.

13. (Original) The method of claim 11 wherein the specified graphical format is a Hi-Lo plot.

14. (Original) The method of claim 11 wherein the step of gathering of test data comprises initiating the execution of a plurality of copies of a test program, with the number of copies executing simultaneously relates to a load condition.

15. (Original) The method of claim 11 wherein the step of specifying an output format includes specifying a method by which response is measured.

16. (Original) The method of claim 11 wherein the step of gathering test data includes recording the execution time between selected points in the test program for each simultaneously executing copy of the test program and analyzing the recorded execution times for all copies of the test program.

17. (Original) The method of claim 16 wherein the step of analyzing comprises determining the average and maximum execution times for each of the load conditions.

18. (Original) The method of claim 11 wherein:

a) the computerized application under test comprises software resident on a server controlling access to a computerized database;

b) the server is connected to a network and the application under test is simultaneously accessed by a plurality of clients over the network; and

c) the test system is resident on at least a second server connected to the network and is located remotely from said application under test.

19. (Currently Amended) The method of claim 11 wherein said application under test includes a plurality of object oriented components.

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21. (Currently Amended) The method of claim 19 wherein each object oriented component has a plurality of functions therein and the test code exercises functions of the components.

22. (Currently Amended) The method of claim 16 wherein the events at which times are recorded includes times at which commands are issued to access functions of the object oriented components and times at which execution of the commands are completed.

23. (Original) A system for determining performance of a remotely located application under test in response to load, the system comprising:

a) coordination software;

b) at least one code generator, receiving as an input commands from the coordination software and having as an output client test code;

c) at least one test engine, receiving as an input commands from the coordination software, the test engine comprising a computer server having a plurality of threads thereon, each thread executing an instance of the client test code; and

d) at lease one data log having computerized memory, the memory holding timing data created by the instances of the client test code in the plurality of threads.